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THE NON-MUTANT™ SUPER HERO!

the AMAZING SPIDER-MAN

AGE OF
VENGEANCE!



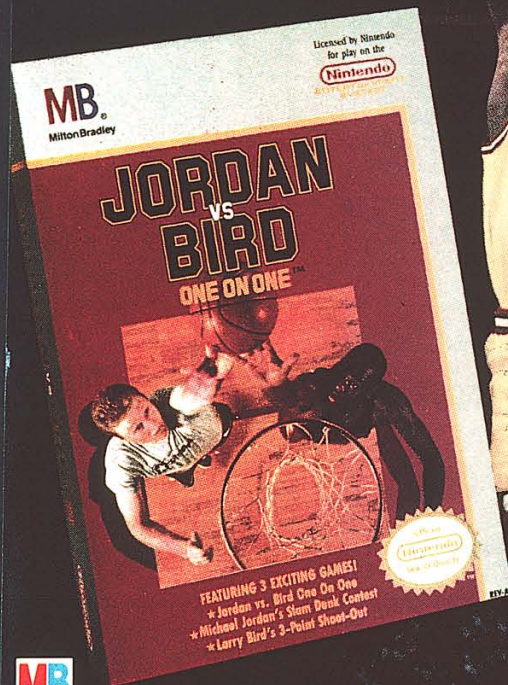
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GRAVITY STORM!

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JORDAN VS. BIRD ONE ON ONE™



**INCLUDES THESE
THREE GAMES:**

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SLAM DUNK CONTEST
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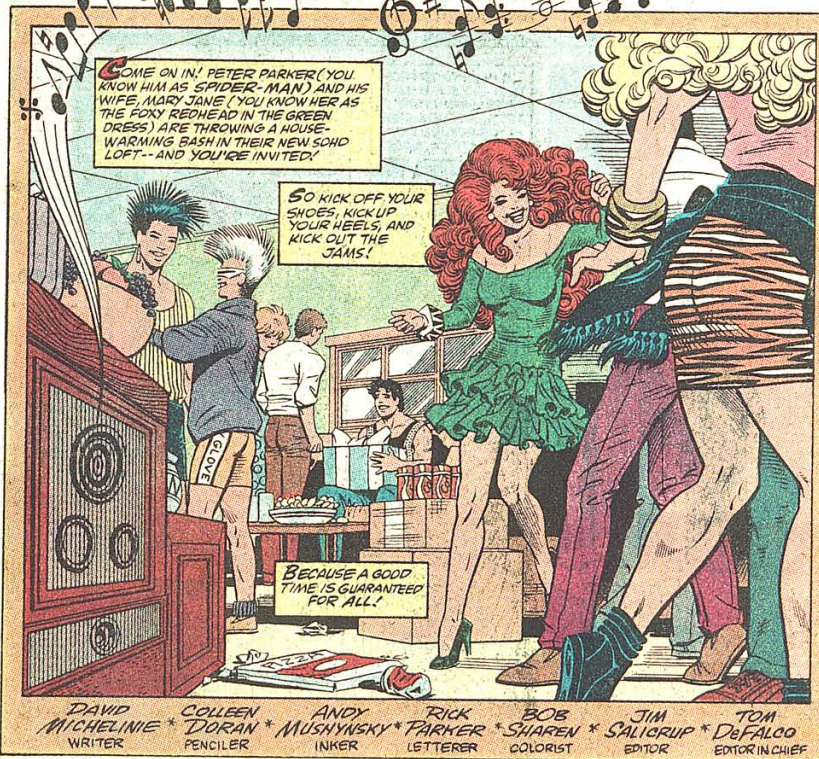
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Nintendo®

Stan Lee
PRESENTS: THE AMAZING SPIDER-MAN®

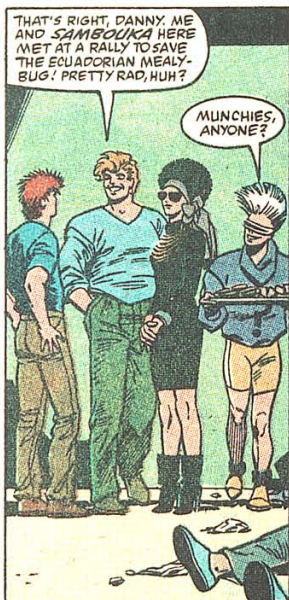
GRAVITY STORM

BEGINNING ACTS OF VENGEANCE!



THE AMAZING SPIDER-MAN® Vol. 1, No. 326, December, 1989. (ISSN 0274-5232) Published by MARVEL COMICS, James E. Gaillon, President; Stan Lee, Publisher; Michael Hobson, Group Vice President; Publishing OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly except for January, June, July and August. Copyright © 1989 by Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate \$12.00 for 12 issues. Canada and foreign, \$14.00. Printed in the U.S.A. No similarity between any of the names, characters, persons, or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue and the distinctive likenesses thereof), are trademarks of MARVEL ENTERTAINMENT GROUP INC. POSTMASTER: SEND ADDRESS CHANGES TO SUBSCRIPTION DEPARTMENT, 387 PARK AVENUE SOUTH, 9TH FLOOR, NEW YORK, N.Y. 10016.

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MJ: ARE YOU ALL RIGHT?



PETER, IT'S... CAESAR.

JONATHAN CAESAR?

THE FLOWERS... THE ICE SCULPTURE... HE SENT THEM.



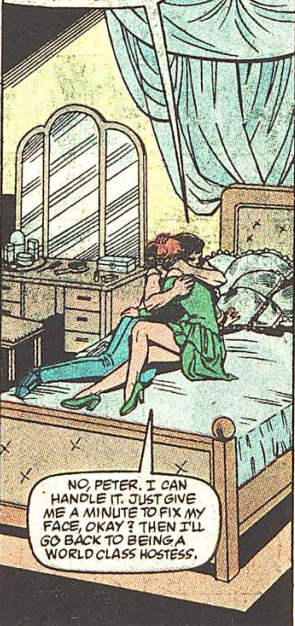
HE WANTED TO OWN ME, AND WHEN I REJECTED HIM, HE USED HIS INFLUENCE TO DESTROY MY MODELING CAREER.

HE'S PROBABLY THE REASON I HAVEN'T GOTTEN A CALL-BACK FROM THAT SOAP OPERA I AUDITIONED FOR. HE STILL WANTS TO CONTROL ME, EVEN FROM PRISON.

THOSE "HOUSEWARMING PRESENTS" WERE JUST HIS WAY OF LETTING ME KNOW HE'S STILL AROUND-- AND KEEPING AN EYE ON ME.



I WISH YOU'D LET ME DO SOMETHING ABOUT THAT JERK!



NO, PETER. I CAN HANDLE IT. JUST GIVE ME A MINUTE TO FIX MY FACE, OKAY? THEN I'LL GO BACK TO BEING A WORLD CLASS HOSTESS.

TAKE NO PRISONERS.

OPERATION WOLF® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM™

TAITO
TAKE NO PRISONERS
OPERATION WOLF

The time has come for someone to teach the terrorists what terror is all about. The only way to stop them is to get in, strike hard and get out fast. Terrorists be warned... Operation Wolf is on the loose!

THE WORLD'S #1 ARCADE GAME!

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Over \$85,000 in prizes!
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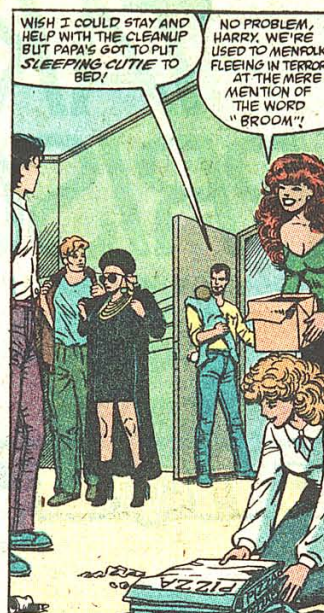
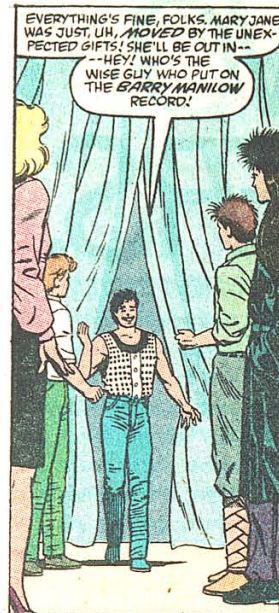
REVA

Now you can thrill to the world's best arcade game right on your Nintendo Entertainment System®. Operation Wolf® takes you on a prisoner rescue mission you'll never forget. Mind-blowing arcade quality graphics put you behind enemy lines where you must destroy the terrorists and save helpless prisoners. One play and you'll know why it's the world's number 1 arcade game. Operation Wolf® uses Nintendo Zapper® or standard controller.

For more arcade quality fun at home, grab Taito's other action packed hits for the Nintendo Entertainment System®. Renegade™, the fast paced street-style Karate brawl. Bubble Bobble™, the totally addictive dinosaur delight. And coming soon, Sky Shark®, the arcade's meanest, most explosive high-flying World War II air battle.

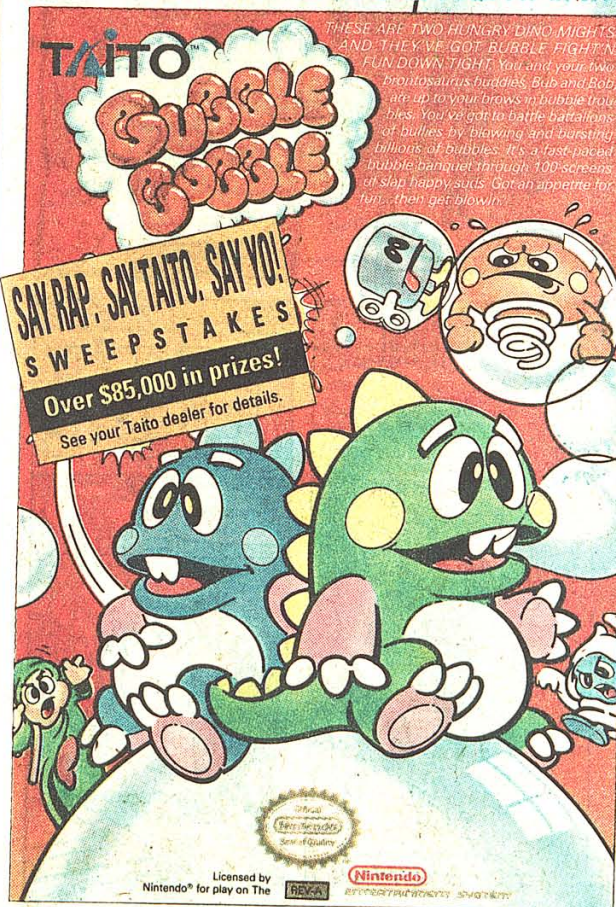
TAITO
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BUBBLE BOBBLE IS DINO-MIGHT!

(FOR YOUR NINTENDO ENTERTAINMENT SYSTEM!)



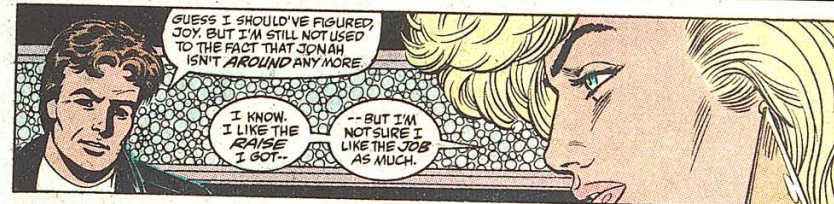
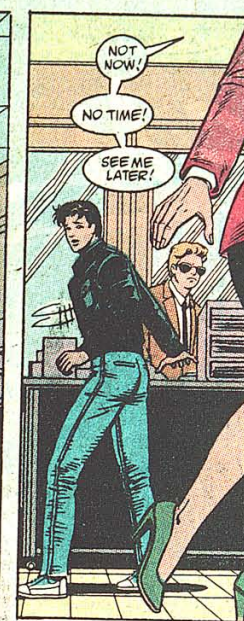
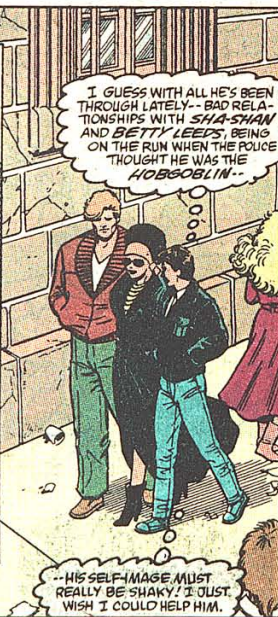
These are two hungry dino-mights and they've got bubble fight'n fun down tight.

Bubble Bobble™ is totally addictive action. Computer Entertainer Magazine says "it's impossible to resist...you want to play over and over again." Bubble Bobble™ has been Europe's #1 game for over 3 months. You'll scramble through 100 screens of laughs as your brontosaurus buddies, Bub and Bob, blow you away with endless action. If you're lookin' for fun, these dudes are the ones.

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GET SET FOR RADICAL ACTION

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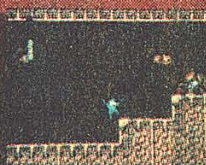


Stand by, gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As MegaMan, you must conquer and control the eight empires of the evil Dr. Wily. But beware of his sinister robots that rule each empire. Their special powers present a unique challenge at every level.

Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, returning enemy secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



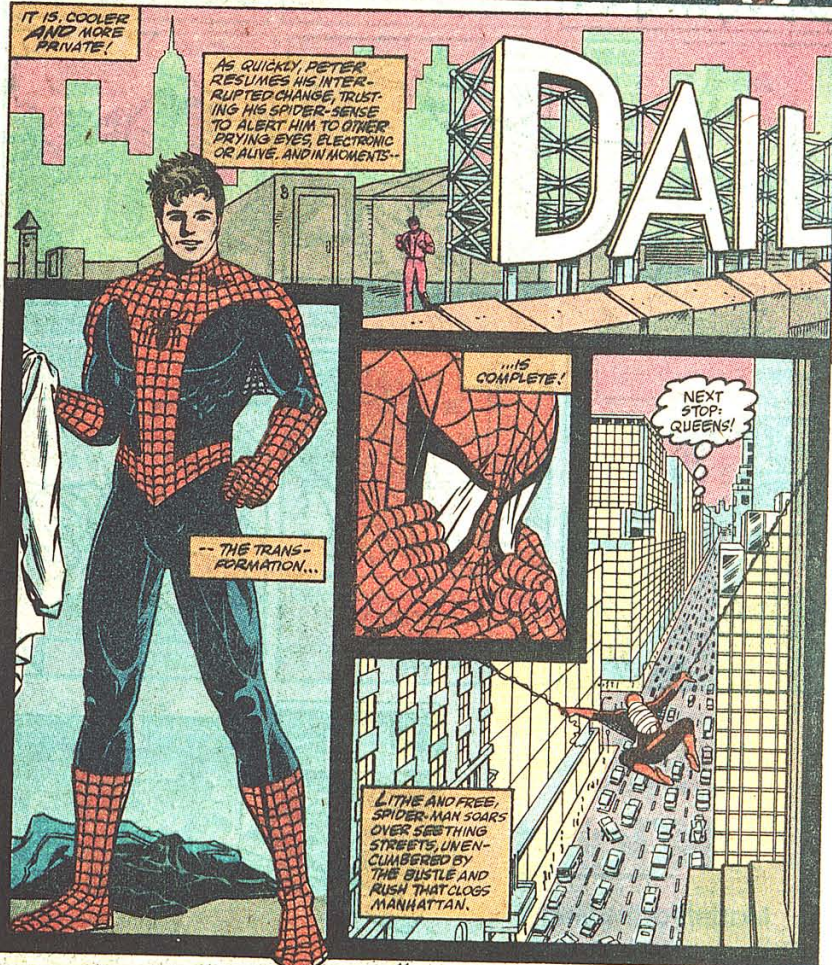
MegaMan 2 Screen Shot



Strider Screen Shot

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KID REMOTE
IN
THE POWER TO MOVE!



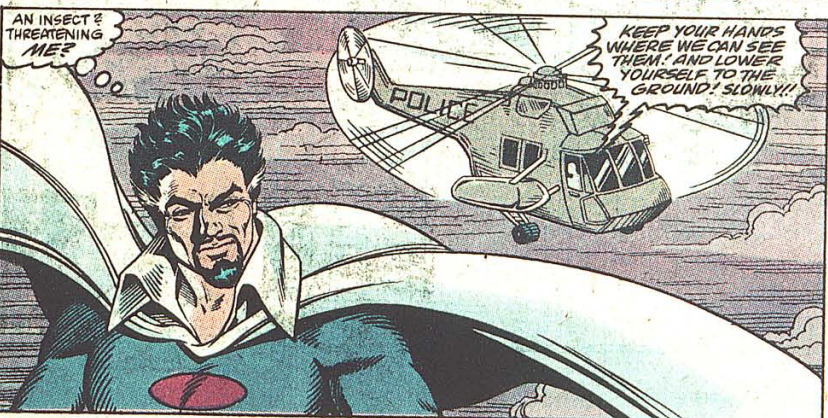
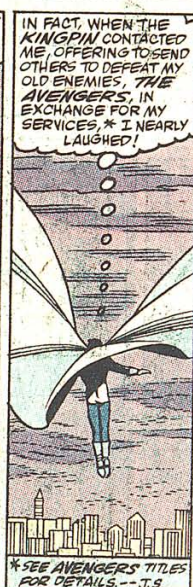
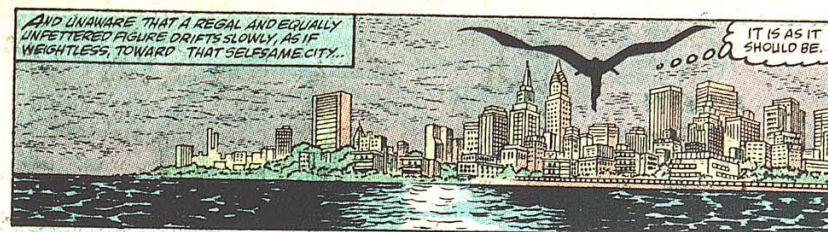
The look and feel you already know.

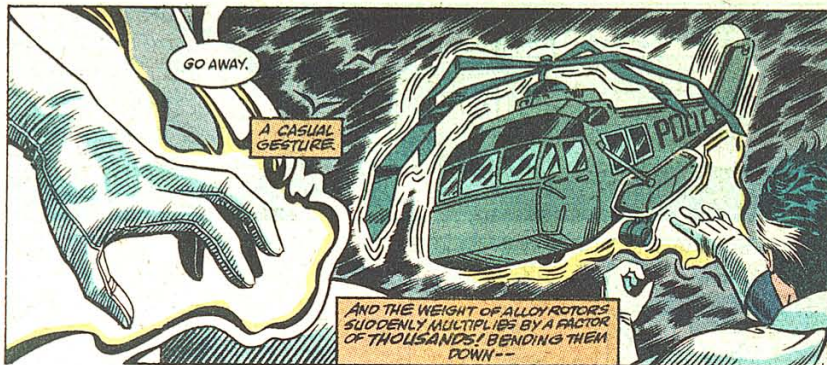
- No messy wires
- Rapid-fire for higher scores
- Accurate up to 30'

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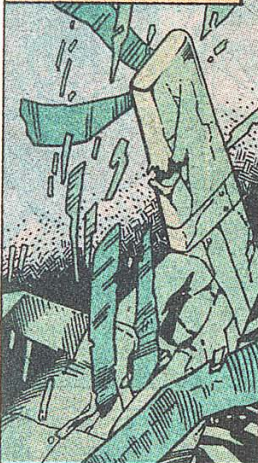


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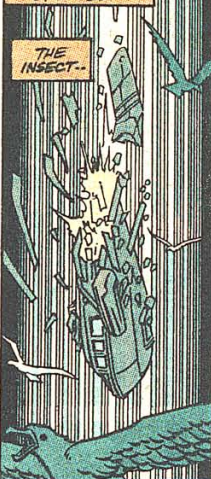




-- TO SLICE THROUGH SHEET ALUMINUM LIKE A CHAIN SAW THROUGH CARDBOARD!



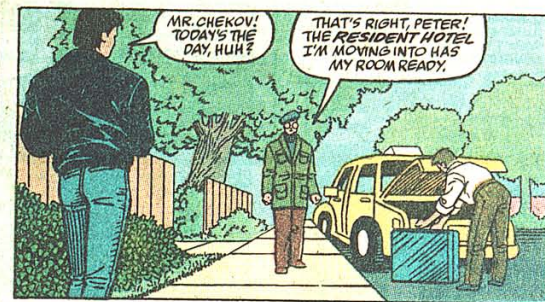
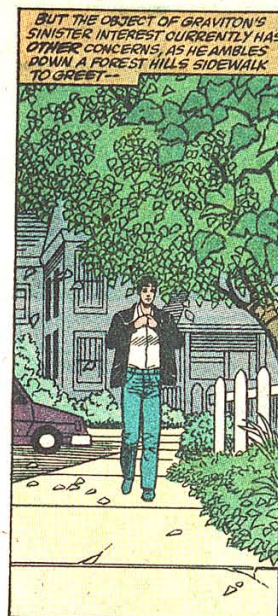
THE CHOPPER IS CHOPPED.



-- MOST THOROUGHLY SWATTED!



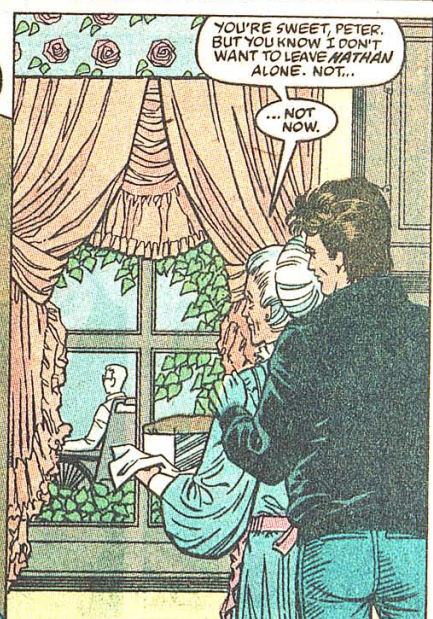
NOW, TO THE PROBLEM AT HAND: HOW TO FIND SPIDER-MAN?

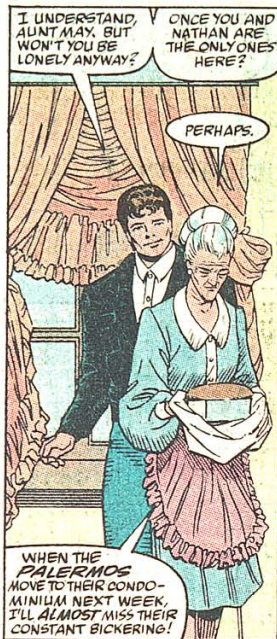


PETER! BE CAREFUL, DEAR! THIS IS HOT!



YOU WOULD HAVE WON THE HIP-HOP CONTEST HANDS DOWN!

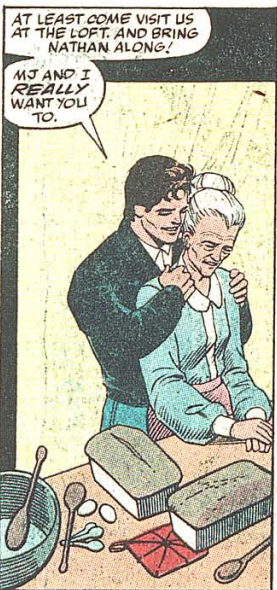




I UNDERSTAND, AUNT MAY, BUT WON'T YOU BE LONELY ANYWAY?

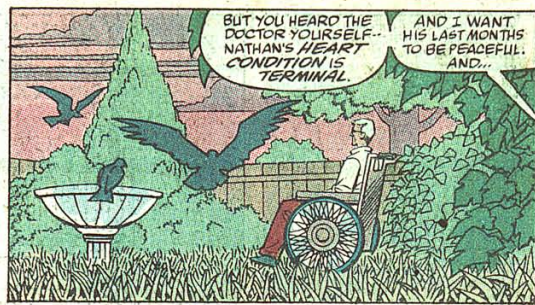
PERHAPS.

WHEN THE PALERMS MOVE TO THEIR CONDOMINIUM NEXT WEEK, I'LL ALMOST MISS THEIR CONSTANT BICKERING!



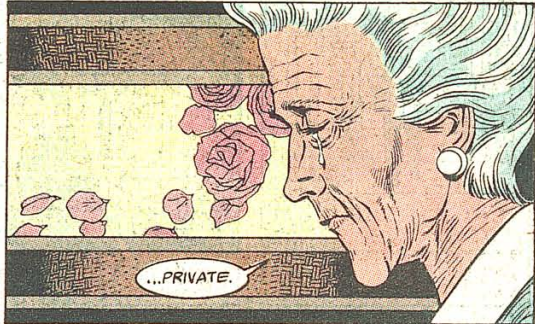
AT LEAST COME VISIT US AT THE LOFT AND BRING NATHAN ALONG!

MJ AND I REALLY WANT YOU TO.



BUT YOU HEARD THE DOCTOR YOURSELF... NATHAN'S HEART CONDITION IS TERMINAL.

AND I WANT HIS LAST MONTHS TO BE PEACEFUL. AND...



...PRIVATE.



WE WILL, PETER. I PROMISE. NATHAN AND I ARE GOING TO DO A LOT OF THINGS. WE'RE GOING TO LIVE A LITTLE!

OH! I-I MEAN...



POOR MAY, NATHAN'S A GROUCH, BUT SHE HONESTLY LOVES HIM. I'M GOING TO DO EVERYTHING I CAN TO MAKE THEIR TIME TOGETHER HAPPY. AND SO WILL--



"-- MARY JANE!"

3 WHEW! NEXT TIME I THROW A HOUSE-WARING, UH, I'M GONNA THROW IT AT YOUR PLACE!

MY PAL...



A GUY? BUT I WAS WAITING UNTIL OUR NEW PHONE WAS INSTALLED BEFORE GIVING OUT ANY NUMBERS.

WHO WOULD KNOW TO CALL YOUR LINE TO GET TO-- OH, LORD.

CAESAR?



KNOCK, KNOCK!

YOU'VE GOT A CALL ON OUR PHONE, M.J. WOKE NORMIE UP.

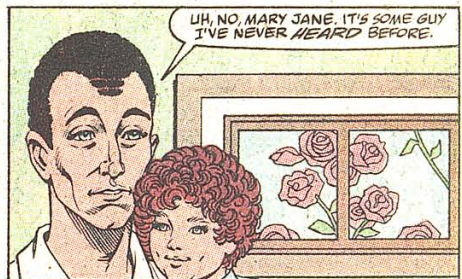
BUT I'LL FORGIVE YOU IF YOU'LL BABY-SIT TUESDAY.



MY PLEASURE, HARRY.

AND SPEAKING OF PLEASURE, I'LL BET IT'S PETER, HUH?

WANTING TO TELL ME HOW MUCH HE MISSES HIS MRS...?



UH, NO, MARY JANE. IT'S SOME GUY I'VE NEVER HEARD BEFORE.

BUT UPTOWN, A DESPOT OF A DIFFERENT SORT STRODES THROUGH THE LOBBY OF THE DAILY BUGLE BUILDING, ACTING FOR ALL THE WORLD AS IF HE OWNED THE PLACE, AN ATTITUDE--

-- TO WHICH A WELL-TRAINED SECURITY GUARD TAKES DECIDED EXCEPTION!

ALL RIGHT, SLICK! FREEZE!

OH, DO DROP YOUR SILLY WEAPON.

HUH?! G-GUN SUDDENLY FELT LIKE IT WEIGHED A TON!

KECHUNK

YOU APPEAR STRESSED, MY FRIEND. IF YOU'LL FORGIVE THE YOUTHFUL FURLANCE, WHY DON'T YOU--

I-I'M FLOATIN' F-FLYIN' UP TO THE 3 OUCH CEILING!

BEIN' PRESSED 3 UNGE INTO THE TILES! C-CRUSHED! CAN'T... BREATHE...

--LIGHTEN UP?

B...B-BLACKING... OUUUUU??

18

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WELL, THAT WAS FUN.

BUT NOW TO WORK.

KINGPIN NOTED THAT THE BUGLE PUBLISHES AN INORDINATE NUMBER OF SPIDER-MAN PHOTOS. COULD BE THE WEB SLINGER HAS SOME SPECIAL INTERESTS HERE.

BUT HOW TO GET HIS ATTENTION? HMM, PERHAPS SOMETHING... CREATIVE?

WAMP

AND WITH THAT, THE BUGLE BUILDING BEGINS TO SHAKE--

--RATTLE--

-- AND RIP FROM ITS FOUNDATIONS, LEAVING SPRAWLING WATER MAINS AND CRACKLING ELECTRICAL CABLES AS IT RISES, AN IMPOSSIBLE OBOLUS BLIMP INTO THE HAZY AIR ABOVE MANHATTAN!

19

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EXPERIENCE

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Screen shots from the Nintendo Entertainment System

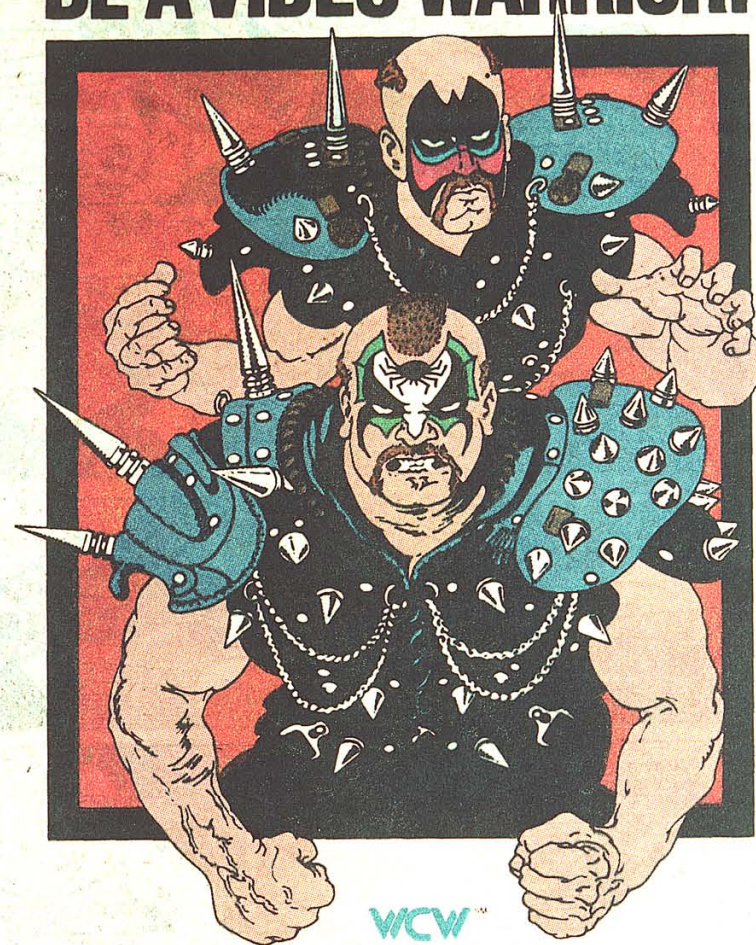
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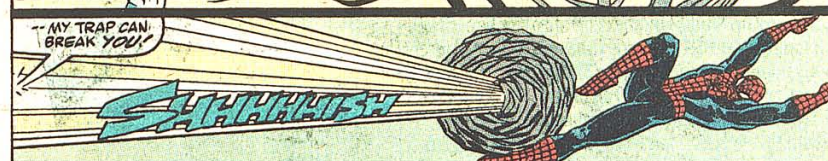
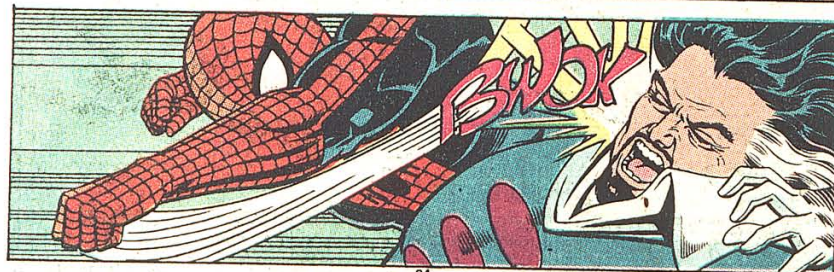
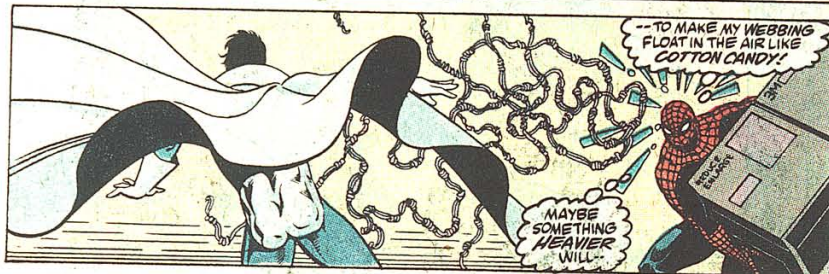
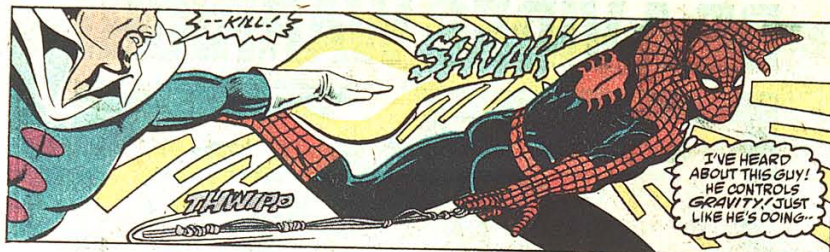


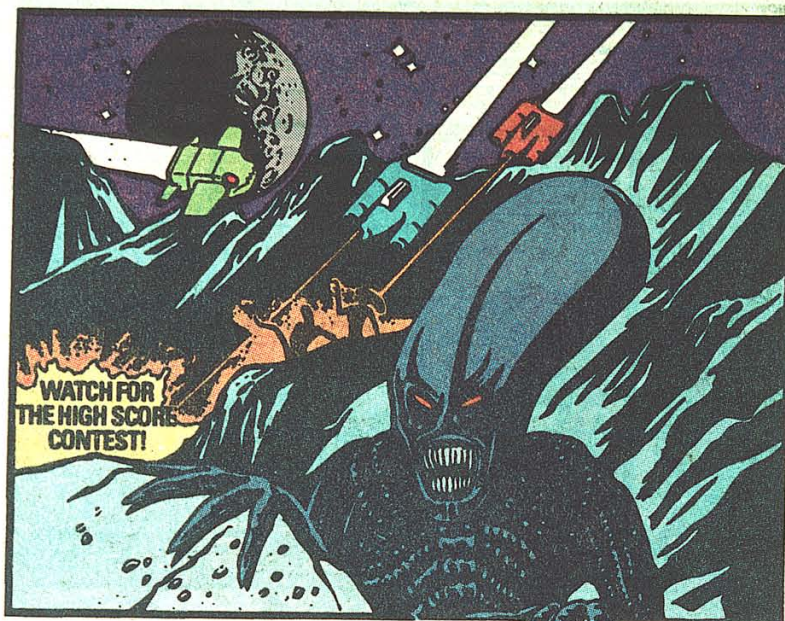
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FCI
Not Just Kid Stuff





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To enter, just cut out the coupon, attach it to a Star Soldiers game box top, and mail to: Taxan Star Soldiers Sweepstakes, 161 Nortech Pkwy., San Jose, CA, 95134.

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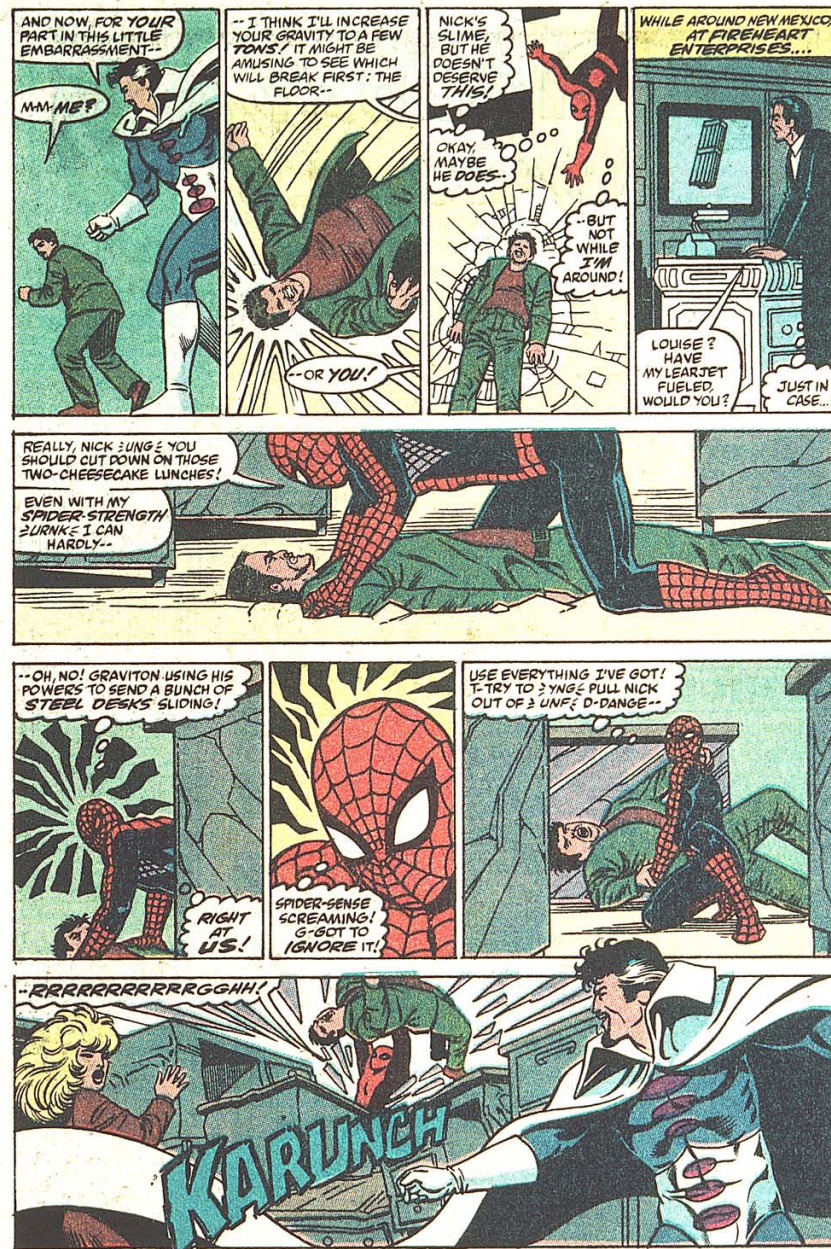
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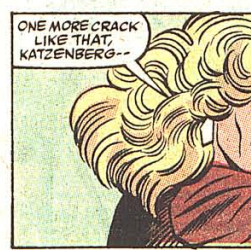
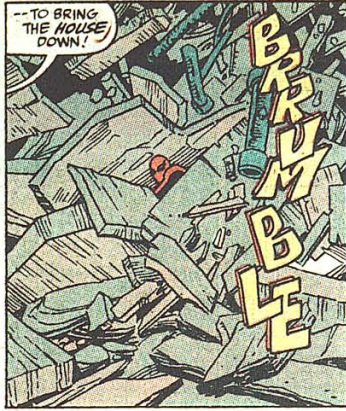
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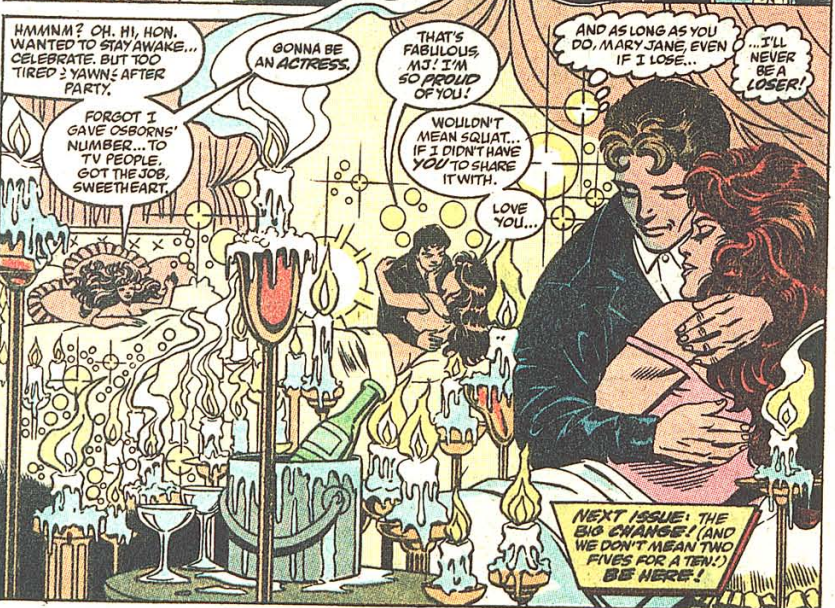
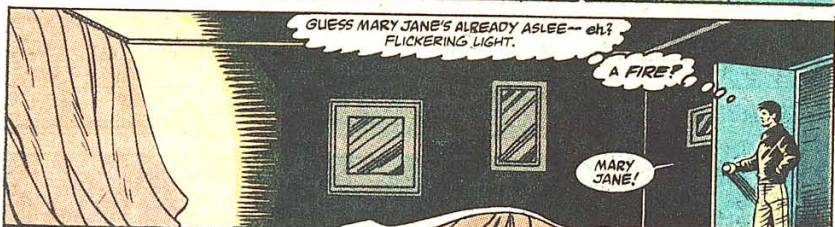
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THE SPIDER'S WEB

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JIM SALICRUP
ARACHNEERD
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ASSISTANT EDITOR

Attention correspondents: All letters considered for publication must include your name and address, though we will withhold that information upon request.

Dear Jim,

Ever since Todd McFarlane took over the art chores on AMAZING SPIDER-MAN, I've been dying to see his rendition of the Scorpion. Well, issues #318 and #319 did not disappoint me. He looked great! Too bad he had to lose his wild, new tail so soon. We also got the added bonus of seeing the Rhino and Blacklash.

Keep up those exciting covers. They are worth the price of \$1.00 alone.

Michelinie's writing is excellent. Especially his handling of Pete and MJ's marriage. Sometimes it's rocky, considering all the obstacles they have to overcome, but I think their love and commitment to each other will see them through. I just hope neither David nor any other writer ever gets it into his head to break them up. They deserve to grow old together.

I wouldn't mind seeing some of these villains show up to give Spidey a hard time: Shocker, Enforcers, Molten Man, and the Gray Gargoyle. An appearance by the Punisher again is a definite must!

Thanks for the space and keep up the great work!

Robert Knuist
1475 California St. #A
Mountain View, CA 94043

Hope you caught the Shocker in SPECTACULAR SPIDER-MAN #157, Robert. The Molten Man will rear his shiny head in WEB OF SPIDER-MAN #62. We have no plans for the Enforcers or the Gray Gargoyle at the present time, but another gray goliath will be wreaking havoc in these pages two months from now. The Punisher is also due for an appearance before the year is out, along with another favorite killing machine.

Dear David Michelinie,

My greatest prayers have been answered. THE AMAZING SPIDER-MAN is bi-weekly again. Your latest issue, #319 if you haven't been counting, which starts off the summer mania, was excellent. I mean, I haven't seen such a great issue since #318. I loved the part when the Rhino wrecked the Scorpion's van. Very impressive.

Will Todd McFarlane stay as the current artist for AMAZING? In the beginning, I wasn't sure if I liked him, but recently he has improved a lot. Also, David, keep the humor in Spidey's lifestyle. It's really becoming.

I have one important question about the plot, though. Will Mary Jane and/or Peter track down Jonathon Caesar to make him stop hurting them?? How come WEB and SPECTACULAR have the Gang War and AMAZING doesn't? (Okay, I lied. I had two questions.)

Keep up the good work and keep the web spinning.

Alfredo Gomez
8 Freneau Drive
Morganville, NJ 07751

Todd is leaving AMAZING SPIDER-MAN to tackle some new, double-top-secret projects, Alfredo. He will be drawing the issue mentioned above, as only Todd can, then the talents of Erik Larsen and Al Gordon will be gracing these pages (you caught a glimpse of their awesome work in issue #324). Oh, and how about a hand for Colleen Doran and Andy Mushynsky for lending their talents on this issue's art tasks! As for your other questions, check out this year's SPECTACULAR SPIDER-MAN ANNUAL to discover MJ's revenge upon Jonathon Caesar. The reason the Gang War storyline wasn't prominently featured in AMAZING was simply because we wanted to focus on Spidey's other adventures. After all, you don't want too much of a good thing, do you?

Dear Amazing Spider-Man,

BORING! That was the only word that came to my mind after reading AMAZING SPIDER-MAN #319. The cover set me up for what I thought was going to be an epic brawl. But, it turned out to be BORING! Not even a single punch was thrown! All there was was a short chase scene, and then BAM, it was over. I think the problem is that David Michelinie is showing more of Peter's friends and family, than Spidey in action against super-villains. McFarlane adds to the problem by giving Mary Jane half page spotlights, and then leaving tiny boxes for the supposed "Main Event."

Please don't jump to the wrong conclusions. I think it's very important to develop sub-plots, etc. But its nice to once in a while have an entire comic devoted to pugilistic confrontations. For a perfect example, just scan over WEB OF SPIDEY mag.

I guess the bottom line is--please have a long fight scene wherever possible. And if you plan to have a slugfest in the near future, bring the Scorpion or the Shocker back for a traditional thriller. Thanks.

Until the Hobbogoblin gets a face lift, Make Mine Marvel.

Tim Aski
5261 Eagle Heights Rd.
Duncan, B.C. V9L 4T8

That's what "Acts of Vengeance" is all about, Tim. For the next three months you will be treated to issues packed with "pugilistic" pugacity provoked by culprits who seem to have no motivations for their actions. (All you AVENGERS fans, however, know what lurks at their motivating roots.)

Dear Spider's Web,

Re: AMAZING SPIDER-MAN #319

I'll begin with the cover, since that is the first thing I ever see of a comic book. It looked great. The Rhino really looks awesome (I hate that word, but I think it is appropriate). And the rest of the guys look pretty good also. As for the "Non-Mutant Misadventures" heading, I still like "The Non-Mutant Super Hero" better.

Spider-Man delivering a pizza? I don't know, guys, that's pretty low. But like he said, you take your shots where you can. Beauty.

I'm glad to see the Rhino again. I really like his new outfit. Keep it for a long time. And Blacklash too, I also enjoyed seeing him. He is a good villain to bring in every so often.

And speaking about the Rhino, he really knows how to "reach out and touch someone." The scorpion sure found that out quick. I like it. And he lost his tail. That should keep him busy, now that he will have to replace it. Great story, Dave. And Todd did an excellent job, as usual.

Shane Hutchinson
2710 Jamestown
Dickinson, TX 77539

The Scorpion regains his awesome tail just in time for "Acts of Vengeance," when he and several other villains take on those Canadian super heroes in ALPHA FLIGHT #79. Speaking of "Acts of Vengeance..."

What the heck's happening to Spidey? First he's taken out by a second-string villain, the Trapster. Then he obtains some mysterious new powers, which will make him the strongest hero in the Marvel Universe! The action begins in SPECTACULAR SPIDER-MAN #158 and continues in WEB OF SPIDER-MAN #59, where the wall-crawler pits his new powers against Titania! Then return here next month as Magneto investigates Spider-Man's enhanced abilities by battling him in Central Park!

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